

e. means to generate a plurality of color codes from said plurality of operating codes;

f. a plurality of multi-color light emitting means;

g. means to route said color codes to said light emitting means in accordance with the determination of said routing means;

h. means to decode said plurality of color codes and activate said plurality of multi-color light emitting means;

i. means for varying the level of difficulty of any particular game; and

F1 j. sensorially perceptible indicating means responsive to said entry control means for generating a first sensorially perceptible indication corresponding to each activation of the entry control means, a plurality of sensorially perceptible and distinct indications each of which is corresponding to each of a plurality of predetermined colors being displayed at a multi-color light emitting means and a sensorially perceptible indication corresponding to the successful completion of a game.

64. An electronic game device as recited in Claim 63 further comprising means to flash said multi-color light emitting means.

65. An electronic game device as recited in Claim 63, wherein said entry control means and multi-color light emitting means include a plurality of multi-color lighted switches.

66. An electronic game device as recited in Claim 63, wherein said means to generate a plurality of color codes includes means to implement a plurality of logic boolean functions.

67. An electronic game device as recited in Claim 63, wherein said operating codes and color codes are binary.

68. An electronic game device as recited in Claim 63, wherein each one of said plurality of light emitting means is associated with each of said playing positions.

FI 69. An electronic game device as recited in Claim 63, wherein each of said plurality of color codes corresponds to either each one of a plurality of predetermined colors or to a dark indication.

70. An electronic game device as recited in Claim 63 further comprising means to provide a plurality of games.

71. An electronic game device as recited in Claim 63, wherein said sensorially perceptible indications are aural.

72. An electronic game device as recited in Claim 63 further comprising means to conserve electrical energy.

73. An electronic game device as recited in Claim 63, wherein the shape of said housing is a three dimensional geometric configuration and wherein said plurality of playing positions are mapped on the surface of said geometric configuration.

74. An electronic game device comprising:

a. housing for the device;

b. means for generating a plurality of operating codes;

c. a plurality of entry control means;

d. a plurality of routing means defining a respective plurality of playing positions on the surface of said housing, each of said routing means being actuatable by said entry control means to route said operating codes within the device;

e. means to pictorially represent a plurality of images, wherein each of said plurality of playing positions is indicated to provide a plurality of display positions, each of said display positions being capable of indicating any of said plurality of images;

f. means to generate a plurality of display codes from said plurality of operating codes;

g. means to route said display codes to said display positions in accordance with the determination of said routing means;

h. means to activate each of said plurality of display positions to provide a pictorial representation of the received display code;

i. means for varying the level of difficulty of any particular game, and

j. sensorially perceptible indicating means responsive to said entry control means for generating a first sensorially perceptible indication corresponding to each activation of entry control means, a plurality of sensorially perceptible indications each of which is different from said first sensorially perceptible indication and corresponding to each of said plurality of images being displayed at all display positions, and a sensorially perceptible indication corresponding to the successful completion of a game.

75. An electronic game device as recited in Claim 74 further comprising means to flash said display positions.

76. An electronic game device as recited in Claim 74, wherein said means to generate a plurality of display codes includes means to implement a plurality of logic boolean functions. completion of a game.

77. An electronic game device as recited in Claim 74, where said operating codes and display codes are binary.

78. An electronic game device as recited in Claim 74, wherein each of said plurality of display codes corresponds to either each of said plurality of predetermined images or to a blank display.

79. An electronic game device as recited in Claim 74 further comprising means to provide a plurality of games.

80. An electronic game device as recited in Claim 74, wherein said sensorially perceptible indications are aural.

F | 81. An electronic game device as recited in Claim 74 further comprising mode means for controlling said electronic game device to operate in a predetermined number of different levels of difficulty, said controlling means comprising manually-operable means for selecting each of said predetermined number of different operating difficulty levels.

82. An electronic game device comprising:

- a. a housing for the device;
- b. means for generating $2N$ operating codes wherein N represents an integer and N is greater than 1;
- c. N^2 entry control means;
- d. N^2 routing means defining a respective N^2 playing positions on the surface of said housing, each of said routing

means being actuable by said entry control means to route said operating codes within the device;

e. means to generate $2N$ color codes, from said operating codes, each of N of said color codes correspond to one of N predetermined colors, the remaining N color codes corresponding to a dark display;

f. N^2 multi-color light emitting means, each of said light emitting means being associated with each of said N^2 playing positions;

g. means to route said color codes to said light-emitting means in accordance with the determination of said routing means;

h. means to decode said color codes and activate said multi-color light emitting means;

i. means for varying the level of difficulty of any particular game, and

j. sensorially perceptible indicating means responsive to said entry control means for generating a first sensorially perceptible indication corresponding to each activation of the entry control means, N sensorially perceptible and distinct indications each of which corresponds to each of said N predetermined colors being displayed at all N^2 multi-color light emitting means and a sensorially perceptible indication corresponding to the successful completion of a game.--